

Home Computing WEEKLY

An Argus Specialist Publication

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No. 70
July 10-16, 1984

45p

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Software reviews for:
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Spectrum game

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News, U.S. Scene, your letters, latest software charts



Micro for your pocket

Pocket a computer for £100 that was the surprise from Psion, best known for its Spectrum software.

The Organiser, which uses 8K or 16K EPROM-based cartridges for storage, will at first be sold only by mail.

Managing director David Potter said the idea came up two years ago when he and his staff were thinking about the uses to which computers were put.

Many of the tasks were relatively simple storage and retrieval of information.

Dr Potter commented: "We said: 'We can do that in a pocket computer.' So we've brought down information handling to pocket size. It makes the card index totally obsolete."

He said Psion would
Continued on page 5

BBC bonus

Here's a special offer if you're thinking of buying a BBC computer. Throughout the month of July, Acorn Computers are promoting the BBC with a bumper package.

Buy a BBC B for £399, and you'll take home not only your computer, but also a free data recorder and five Acornsoft programs. That's an extra bonus worth £80. Alternatively, if you already have a data
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£6.95

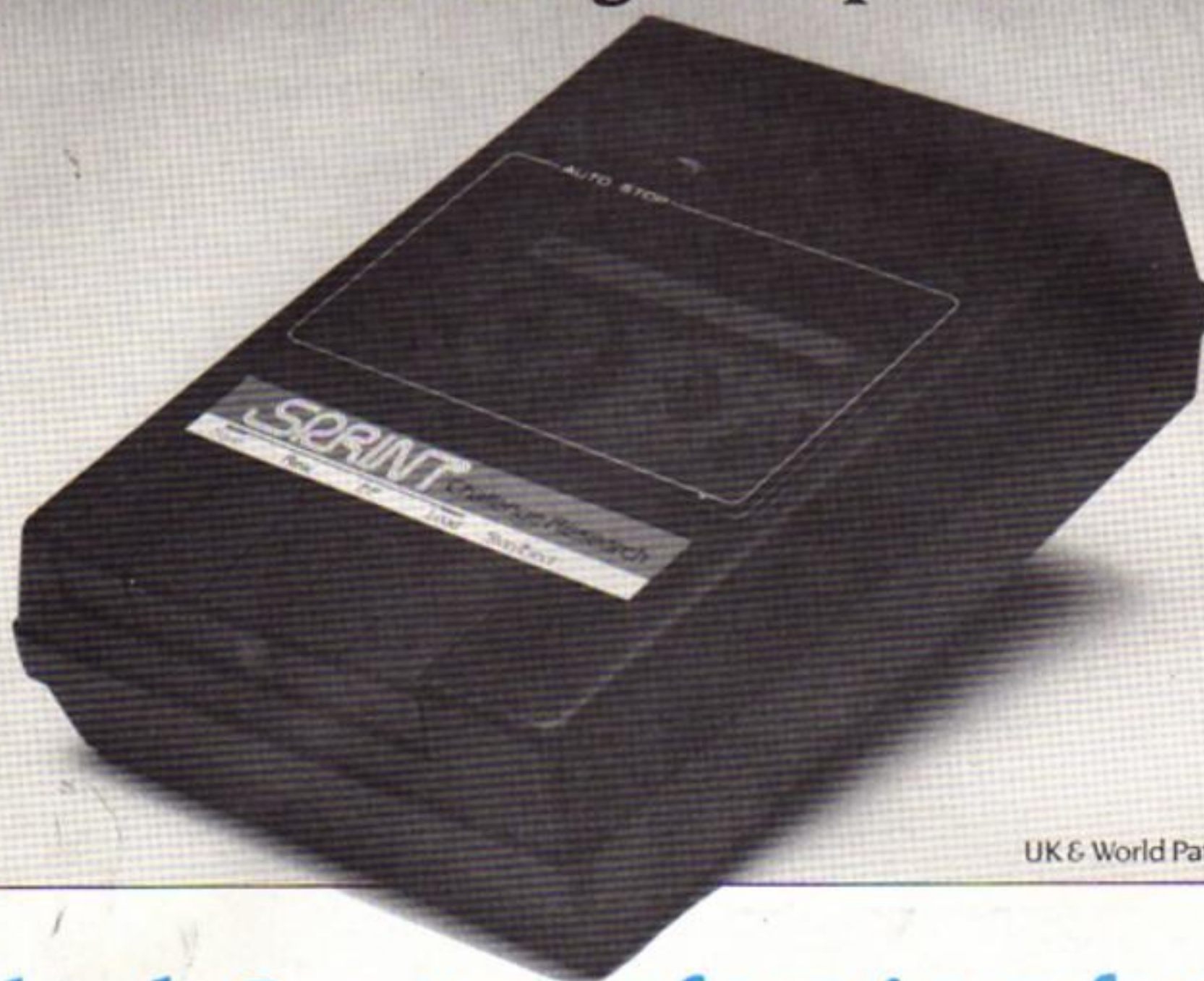
LES FLICS

Allo? Ah ahm Unspecteur Claudeau of the Sureté...
Arcade Adventure For Spectrum 48K

ES

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HCW10/7

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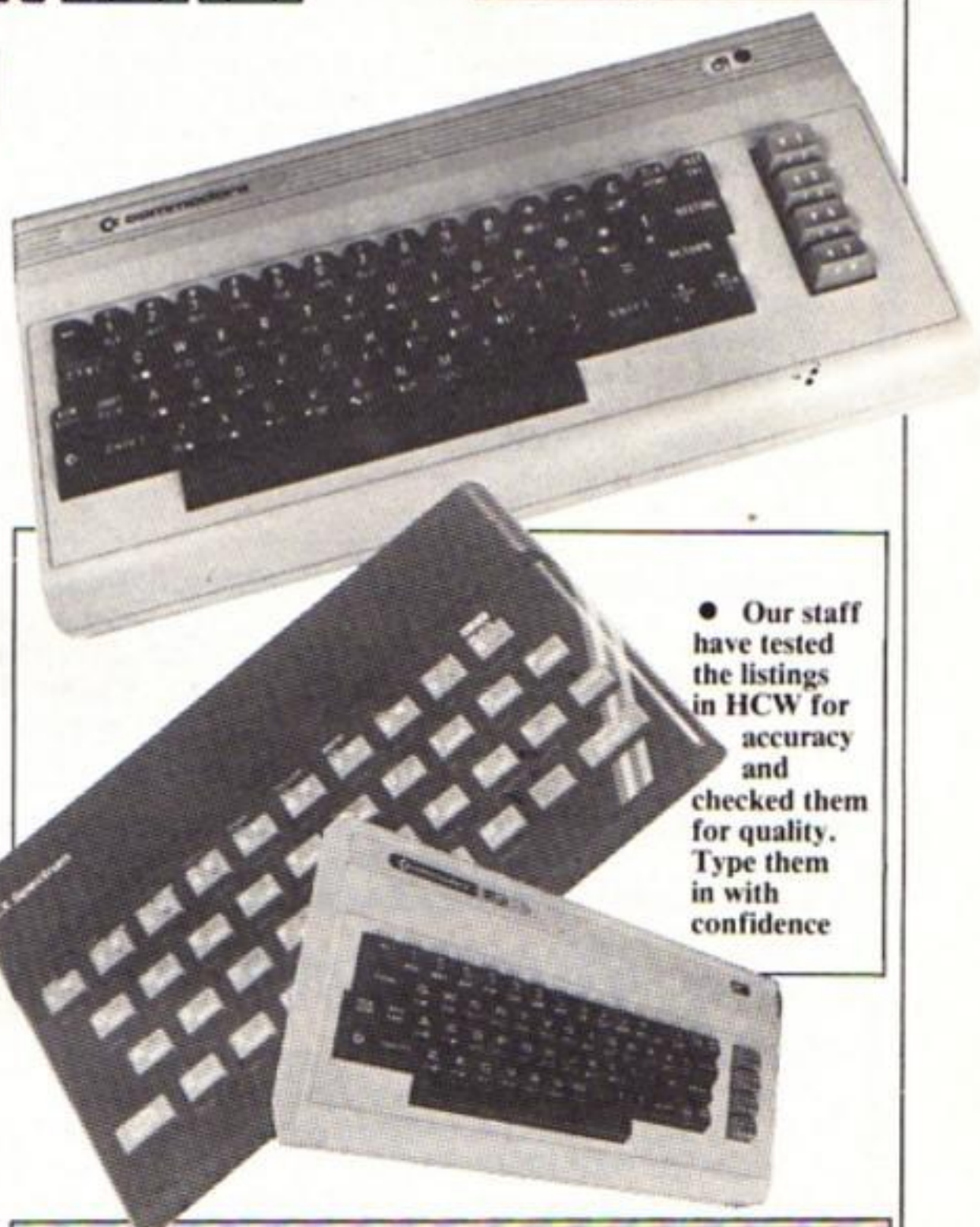
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OK, Da Vinci, now's your chance to prove yourself on your computer in this hi-res graphics utility	

Readers: we welcome your programs, articles and tips.

Software houses: send your software for review to the editor. And contact him for competitions and other promotions, too.

HOME COMPUTING WEEKLY
BRITAIN'S BRIGHTEST



● Our staff have tested the listings in HCW for accuracy and checked them for quality. Type them in with confidence

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GEM SOFTWARE

OH MUMMY!!

Your party of archeologists enter the pyramid in search of the mummies of the pharaoh's household. There are five burial chambers containing treasure, secret scrolls, keys, royal mummies and some nasty surprises. To pass from one chamber to the next, you must find the key and royal mummy, but beware, you may uncover a guardian, who will chase your group to avenge your desecration!!

A Machine Code game for those with nerves of steel and great courage.

Price (ZX81 & SPECTRUM) £4.95

DISCO DAN

Can poor Dan decontaminate the atomic fuel rods in time?! In this new 3D machine code game, you control Dan Dan The Atomiser Man, jumping him from disc to disc, trying to reduce the ever increasing radiation levels, in the atomic pile. However, Up'n'Atom'Arry and his gang of vagrant particles are thirsting for the energy in your back pack, which makes life a bit awkward at times. Then there's Ron the Rapacious Robot, not the sort to meet in a dark alley (or anywhere else for that matter)!!

Price (48K SPECTRUM) £4.95

All prices include postage and packing. All cassettes despatched within 48 hours of receipt of order.

Access orders welcome.

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SUPER SAVERS

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OMEGA RUN	£7.95	£6.95	FLIGHT SIMULATOR	£9.95	£8.70
GLUG GLUG	£5.95	£5.20	OMEGA RUN	£7.95	£6.95
OLYMPICS	£5.95	£5.20	BUMPING BUGGIES	£6.99	£6.15
JUNGLE FEVER	£6.90	£6.10	FLYING FEATHERS	£6.99	£6.15
SKULL	£6.95	£6.15	WHEELIN WALLY	£7.00	£6.15
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CHUCKIE EGG	£7.90	£6.95	GET OFF MY GARDEN	£7.00	£6.15
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VIC 20					
SLAP DAB	£5.95	£5.20	BONGO	£7.95	£6.95
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Pocket

From front page

encourage information providers like Time Out and the Good Food Guide to produce pre-programmed cartridges.

Powered by a PP3 nine-volt battery, The Organiser has a 16-character LCD display and a slide-off protective case. It has 36 calculator-style keys, set out as A-Z and not QWERTY.

Dr Potter said it had taken £1m to develop what he described as the world's first practical pocket computer.

The computer can hold two cartridges, each measuring about 2in by 1in by 1/2in.

Psion had a demonstration cartridge holding restaurant details which can be searched by name, address, postal district, nearest station, speciality, opening hours and pricing. This is done by pressing FIND, entering the request and pressing the EXECUTE key.

Each record, of up to 200 characters, scrolls across the display.

Dr Potter said he expected The Organiser to appeal to a wide cross-section of people, including students managers, engineers, sales people and accountants.

The first cartridge software packs, at £29.95 each, are for science, maths and finance. Blanks, which can be reused after re-formatting up to 100 times, cost £19.25 for 16K and £12.95 for 8K.

The formatter, using ultra violet, will cost about £44 or shops will charge about £3.50 to re-format a cartridge.

Also available on cartridge will be a simple programming language called POPL, which uses four commands and also offers maths, scientific and other functions.

Psion promised soon more programs for spreadsheets and other specialist applications and RS232 (£25) and printer drivers.

The Organiser, which uses Hitachi's CMOS HD6031X eight-bit microprocessor, measures about 5 1/2 by 3in by 1 1/4in. It is claimed that data will be retained for 50 years, even with the battery disconnected.

• Psion also gave details of its new range of business software, called Xchange, which allows users to switch between various tasks and share information between them.

They are promised for August for the IBM PC, Apricot and Sirius 1 (Victor 9000) with the Apple Macintosh, DEC Rainbow and

other computers to follow in late autumn.

The four programs, developed along with Psion's QL software, are Quill for word processing, Abacus for financial planning and Easel for graphics, all at £175, and Archive for database management (£250). Bought as a package they cost £495.

Psion, 22 Dorset Sq, London NW1 6QG

BBC bonus

From front page

recorder, you can choose an additional three Acornsoft programs. Pick out your titles from a specified list.

Peter O'Keeffe, Acorn sales director, said: "Our July offer is designed to stimulate new purchases in what is typically a relatively quiet period for consumer sales throughout the computer industry."

"The BBC has been consistently popular with 350,000 units sold to date and worldwide sales running on average at 20,000 a month."

However, David Greenstein, managing director of Twickenham Computer Centre, expressed doubts as to whether the bargain would pull in many new buyers.

"Special offers don't make too much of an impact", he said. "Perhaps they will prove the decisive factor for people who are hesitating between two computers, but I don't think they tend to attract customers who weren't already considering buying a computer," he said.

Mr Greenstein refuted the suggestion that Acorn might be promoting the BBC to counteract the strong position of the Commodore in the market.

"The BBCs are extremely popular, and in fact outsell the Commodore at 100 to 1, at least in my shop," he said. "In a good month we sell 700 or 800 BBCs."

Mr Greenstein was enthusiastic in his praise for the BBC: "It's excellent value for money," he said. "It's really comparable to the Apple, which lots of people don't take into account. The BBC gives you extra ports. In fact it's a cheap machine for what you get."

"There's never been anything on the market to compare with it," he concluded.

Acorn, c/o Quentin Bell Organisation, QBO Hse, 18 Tower St, London WC2H 9NN

Atari sold

Commodore's ex-boss Jack Tramiel has bought most of Atari, makers of the home computers and games players.

Mr Tramiel and his group, Tramiel Technology, are said to have paid £178m for Atari, a loss-making part of Warner Communications.

As Atari's chairman, James Morgan, emptied his desk in Santa Clara, California, some executives said Mr Morgan had not been given enough time to cure the company's losses, which reached about £240m last year.

Warner had been trying to sell Atari to Philips, the big Dutch electronics group.

Mr Tramiel, founder of Commodore International, left Commodore after internal wrangling.

Anyone for tennis?

Times to coincide with the excitement and drama of Wimbledon, Sinclair Research is launching Match Point,

which runs on the 48K Spectrum. Developed by Psion, the game was launched at the Pro-Celebrity Tennis Tournament at the Albert Hall, a fund-raising event in aid of the Muscular Dystrophy Duchenne Appeal.

Play Match Point against the computer or a friend. You'll really feel the centre court atmosphere. The crowd's heads move to and fro and ball boys run to retrieve stray balls. Practise your backhand or lob the ball into your partner's court. Don't indulge in a tantrum — it won't help you here, either.

Match Point costs £7.95. Sinclair Research, 23 Motcomb St, London SW1X 8LB

Beneath the Stars is the new game from Intrigue for the TI-99/4A. It's an arcade game in which you must defend your space base, using nine keys to control guided missiles, neutron guns, mobile lasers and a space buggy. Five skill levels, hall of fame and animated aliens are features. Cost: £5.95.

Intrigue, Cranbrook Rd, Tenterden, Kent TN30 6UJ

You could be on our pages

We welcome programs, articles and tips from our readers. If you feel that your work meets our standards, please submit it to us for consideration for publication.

- **Programs must always be sent on cassette. Listings are helpful, but not necessary. Check carefully that they are bug-free. Include details of what your program does, how it works, variables you have used and hints on conversion.**

- **Articles on using home computers should be no longer than 2,000 words. Don't worry about your writing ability — just try to keep to the style in HCW. Articles most likely to be published will help our readers make better use of their micros by giving useful ideas, possibly with programming examples. We will convert any sketched illustrations into finished artwork.**

- **Tips are short articles, and brief programming routines. Your hints can aid other computer users.**

All submissions will be acknowledged and the copyright in such works which will pass to Argus Specialist Publications Ltd will be paid for at competitive rates.

Keep a copy of your work and include an SAE. Label everything clearly and give a daytime and home phone number if you can.

All work for consideration should be sent to:

Paul Liptrot, Home Computing Weekly, No.1 Golden Square, London W1R 3AB

Winner meets Mickey Mouse

You may have been waiting with bated breath for the results of Automata's My name is Uncle Groucho you win a fat cigar competition. If so, this should put you out of your misery.

The hidden personality was Mickey Mouse, and the top prizewinner is going out to Disneyland to meet Mickey in person. Mr P A Daley of Stoke on Trent won first prize with his slogan, "There's no blood on our games, it's all tomata sauce."

He'll be winging his way to Disneyland with a friend. They look set for a holiday of a lifetime: Automata is giving them £500 pocket money to spend on their trip, and they'll be crossing the States to spend some time at the famous New York Waldorf Astoria before cruising home in style on the QE2. Don't you wish it was you?

Automata, 27 Highland Rd, Portsmouth, Hants PO4 9DA

Well done, winners

There were nine differences in our Fantasy spot the difference competition.

These are our 90 winners of Domsday Castle from Fantasy:

Michael Ayres, Salisbury; Marcus Chapman, Southampton; Lyndon Woods, Atherton; Richard Allen, Uxbridge; Steve Jones, London SW16; Mr R A Fox, Herts; Steven Sims, Hayes; Julian Davis, Mid Glam; Jonathan Fondlay, Lytham St Annes; Mr S H Gilbert, Camborne; M Jarved, Surbiton; Syed Hussain, Lancs; David Rankin, Bootle 20; F A Beale, Blandford Forum; John Weyman, Bishops Stortford; Andrew Beswick, Fleetwood; David Blunden, Sheffield; Mr John Argles, Milton Keynes; David Kay, Yeovil; John Ryan, Mitcham Surrey; Michael Long, Norwich; Sally Parsons, Tibberton; Andrew Stobie, Little Lever; Simon Hill, Hainault; Michael Tulley, Tyne & Wear; Paul White, Havant Hants; Dinesh Panchal, Fulham; Andrew Till, Rowditch; Prodromos Andreas, London E5; Robin Mugridge, Epsom; D R Lashmar, Ilford; Jonathan Rose, Southport; G Rollison, London W3; Stephen Rogers, Wrexham; M P Botton, Bilton; C G Benson, Formby; John Parkes, W. Mids; Alasdair Bryson, E. Kilbride; David McAuley, Potterton; Keith Stringer, Helston; Navpreet Chahal, Leyton; Mr I West, Leigh Gtr Manchester; Mr A F Stone, Brislington; R Myers, Chigwell; Mr R Machie, Stirlingshire; D C Ramsay, Bradford; Martin Simmons, Maldon; Alan Mahon, Dublin 24; Lee Measures, Nottinghamshire; Abbu Tahir, W Yorks; G Williams, Rayleigh; Anthony Pote, Quedgeley; M Menzies, Co Durham; Mrs R Green, Edgware; J E McGuckin, Glasgow; Theresa Bott, Coventry; Scott Lockey, Kincardinshire; B R Smith, Rainham; Damien Finn, Rochdale; A W Hay, W Lothian; D Jackson, N Humbs; Rona Williams, Upminster; Richard M

Johnson, Dudley; D W Esdale, Hornchurch; Cherry Swinglehurst, Whitehaven; Wayne Walters, Warley; Mr M Dixon, Westbury; Paul Mayston, Chatham; Mark Snape, Leicester; Alfred J Bowic, Morayshire; Mr B Oattes, Reading; Paul Fairweather, Southport; Darren Romaine, Nottingham; Jason Crawley, Basildon; Mr D Russell, Warminster, Wilts; Mr P R Taylor, Northfield; Mrs L Scares, Maidenhead; David Terrell, Somerset; Mr G A Gowan, Stevenage; Mr M V Priestman, Birmingham; Martin Robinson, Oxon; C A Froggatt, Wimborne; Mr T Byrne, Leyland; E Bailes, Harlow; Darren Parkes, Fletton; Andrew Nash, Northwich; R Stapley, Acton; Chris Herrington, N Yorks; Mr P Hall, Cleveland; C R Marshall, Ponterfract.

Give peace a chance

Play for Life is an organization dedicated to promoting co-operation between parents, teachers and the toy trade so that life affirming playthings for children may be created. Basically, this means endorsing non-violent games which don't foster unhealthily aggressive competition.

Play for Life is on the lookout for games which encourage co-ordination and fast reaction, and preferably team work, for inclusion in a guide. The age range is mainly for the five- to 12-year-olds, but children of all ages are catered for. Constructive creative programs would also be suitable for inclusion, such as graphics and music utilities.

Play for Life want software houses who publish programs which meet all their criteria to contact them for inclusion in their book.

Play for Life, Keith Ollett, Hookstead, Goldsmith Ave, Crowborough, E Sussex TN6 1RG

Hike!

American football has really taken off in this country as a popular new sport for UK viewers and players alike. Now you can play American football on the small screen.

Cable has released Superbowl for the Dragon 32 (conversions for the Spectrum, CBM 64 and BBC are probable). The author is a fanatical pro-football follower and the game is high resolution and fully animated. It features sprite graphics, not a usual feature on the Dragon.

Cable is based in Luton, and is organizing a sponsorship deal with the local Luton Flyers, a newly formed American football team. Cable hopes to encourage them on their way to fame and glory.

Cable, 83 Neville Rd, Limbury, Luton, Beds

This is serious

I thought I'd start out this week with a few observations about software trends. Seriously, folks, software is turning serious, even for the home market. When you walk into the average California retail computer store, you are no longer overwhelmed by the number of video games and game-playing machines as was the case as little as two years ago.

Most of the customers are different too. Instead of lots of teens and pre-teens with joysticks in their hands, you now see lots of serious-looking young adults with chequebooks in their hands. Although the games are still there, the emphasis has shifted away to more no-fooling-around types of applications, such as household management packages as well as educational programs.

Even on the telly and in the consumer magazines this change in emphasis is clearly observed. No longer do computer ads feature youths in high excitement blasting away at alien invaders or sending other sorts of video characters scampering across the screen in exchange for high scores (and little else). These days ads are more inclined to feature the likes of Alan Alda (of MASH fame) extolling the praises of Atari word processing programs, or seeing some typical family sending Junior off to college fully equipped with CBM 64. Games still account for a large percentage of the market, but marketing people as well as retailers themselves are spreading the message that there is a lot more to home computing than playing games. It is certainly about time!

One prominent example of this shifted emphasis is what Atari has been doing lately. Once the undisputed king of video and computer games, it has been hitting TV and print ads hard pushing their new home-oriented word processor, AtariWrite. It is also working hard on producing a letter quality printer that will retail, it hopes, around \$350.

Coleco too is trying to rid itself of its game playing image with its Adam computer. Even though the basic unit constitutes a reworked video game machine, it still comes with a built-in word processor and is being pushed as a serious system.



Here's an interesting item which testifies to the growth and complexity of the micro world. There is now a magazine out called Magazine Guide. You read that right too. The full name is actually Magazine Guide To Personal Technology Publications! Are you ready for that? Personal Technology no less.

Actually, as I read the introduction from the editor, it sounds as though it might be worthwhile to subscribe, at least for a limited period. The main thrust of the publication is to review what magazines are available for what purposes, and to actually make it possible for readers to get sample copies of magazines before they subscribe. This can be a real advantage, as it is often so hard to tell the contents of a magazine by its title. In the issue of the guide that I was sent, no less than 50 magazines were reviewed, some in capsule form and some in depth. One of the articles was devoted to magazines oriented strictly toward the Commodore machines. Needless to say, virtually every advertiser that had bought space in the Guide was a publisher of some sort of magazine.

If you are interested, you can write to the Magazine Guide c/o SoftSide Publications, 10 Northern Blvd., Amherst, New Hampshire 03031, (603) 882-2555. What is really ironic is that I could not find a subscription price. Maybe it is sent out free. Who knows. But I have one reservation as to the Guide's worth. Home Computing Weekly was not mentioned. Can't win 'em all.

See you next week. Same time, same newsstand.

Bud Izen, Fairfield, California

Discover the hidden words in this week's wordsquare and you could find a great new game from Mind Games falling through your letterbox.

Mind Games, a member of the Argus Press Software group, is giving away at least 100 tapes from its exciting new range. Three games have now been launched: Orion Quest, Star Force Seven and Quest for Eternity. Nine more brain-teasers will be introduced by September.

Mind Games combine the fascination with space and unknown galaxies with gripping adventures. Stretch your mental capabilities to their fullest extent. Mind Games encourage you to go beyond fast, alien-zapping games to discover a new world, previously barred to you. Your computer opens the door to new possibilities — use your imagination to take you there.

Sophisticated graphics and professional presentation complete the package. What's more, this competition is open to all Spectrum, Commodore 64 and BBC Atari owners. It's not often we offer something for nearly everyone like this!

Orion Quest is a fully illustrated graphics adventure. Hostile entities, the Zarps, have planted a bomb on Earth which threatens to annihilate the world as we know it! Can you save us? Visit different locations and search out the objects you need. Track down the code and you'll locate the bomb. It's up to you!

Star Force Seven features the universe as a theatre of war. The Zurgs have won and the Earth's forces have been decimated. The last vestige of human resistance is sustained by your fleet, Star Force Seven. Use strategy and cunning to bring down the dreaded Zurgs — but save your strength, there's no reinforcements!

Quest for Eternity will send the cogs of your brain spinning. You are a candidate for the position of Master of Eternity. The Overlords of the Universe are testing your endurance and courage — so of course the odds are heavily weighted against you. Your starship is out of action and that's only the first of your problems. Will you succeed? Failure means death.

Mind Games is giving away software to the value of £1,000. All three games are available for Spectrum, Commodore 64 and BBC, and Quest for Eternity and Star Force Seven are available for the Atari. Mind Games cost £7.99 for the Spectrum and £9.99 for all other machines.

Mind Games will award prizes randomly to winners with any computer, until £1,000-worth of software has been won. Remember to specify which computer you own on your entry form.

Enter our competition now. These games are mind-blowing!

How to enter

Look closely at the wordsquare — in it you will find Argus Press Software titles. Ring each title clearly with a ballpoint or semi-opaque felt tip pen. Complete the coupon clearly and fully — if you are a winner it will be used as a label. Send wordsquare and coupon to us.

Mind-boggling games for the Spectrum, Commodore 64, BBC and Atari. Can you stand the pace? Make your brain work overtime and discover a new world of fantasy

£1,000 -worth of Mind Games must be won

Important: write the number of titles you found on the back of the envelope.

Send your entry to Mind Games Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date is at first post on Friday July 27, 1984.

You may enter as many times as you wish, but each entry must be on an official coupon — not a copy — and sealed in a separate envelope.

Please follow clearly the guidelines on entering. Remember to write on your entrance form which computer you own. Incomplete coupons and entries in envelopes with no numbers on the back cannot be considered.

Prizes will be awarded at random until £1,000-worth of software has been won, regardless of computer. Your prize will be one of the cassettes from the Mind Games range. The prizes will arrive from Mind Games within 28 days of the publication of the issue containing the results of the competition.

Argus Press Software games

Orion Quest
Star Force Seven
Quest for Eternity
Invasion
Bismark
Fall of Rome
Planetfall

The rules

Entries will not be accepted from employees of Argus Specialist Publications, Argus Press Software and Alabaster Passmore & Sons. This restriction also applies to employees' families and agents of the companies.

The How to Enter section forms part of the rules.

Mind Games Competition

Entry Coupon

Name _____

Address _____

_____ post code _____

Computer (Spectrum, CBM 64, BBC or Atari) _____

Number of titles found _____

Complete clearly and fully — if you are a prizewinner this will act as a label. Post to Mind Games Competition, Home Computing Weekly, No. 1 Golden Square, London W1R 3AB. Closing date: first post, Friday July 27, 1984. Follow carefully the advice in the How to Enter section, including writing the number of titles found on the back of your envelope.

S	T	A	R	F	O	R	C	E	S	E	V	E	N	G	Y
T	C	R	E	P	R	Z	N	O	L	P	J	X	I	B	H
B	S	D	O	F	I	O	N	M	M	K	O	Z	W	I	A
U	A	Y	Z	X	O	N	S	L	G	R	F	V	W	S	V
W	V	X	W	Y	N	R	V	O	E	E	S	D	U	M	A
Z	V	A	U	T	O	K	P	A	H	F	C	T	X	A	U
R	Y	S	U	T	U	O	D	N	S	I	G	B	B	R	B
X	Q	V	P	B	E	J	M	A	J	I	A	C	Y	K	T
L	W	M	C	N	S	D	C	L	B	K	O	Z	D	S	E
Y	K	Z	O	A	T	E	G	I	R	H	O	N	E	F	D
Q	U	E	S	T	F	O	R	E	T	E	R	N	I	T	Y
X	X	U	V	V	T	F	R	H	P	I	J	O	G	N	M
F	A	L	L	O	F	R	O	M	E	O	P	I	F	H	C
W	Y	T	W	O	U	L	S	I	O	H	N	G	K	M	L
Z	S	B	P	D	M	P	L	A	N	E	T	F	A	L	L
R	A	O	C	N	E	K	F	J	G	J	H	K	I	L	J

Find your way out of this 3D maze game by Alan Blackham. Look for the green door — it's your only hope of escape

Let's hope you don't suffer from claustrophobia, as in this game you are trapped inside a maze. Your only hope of escape is if you succeed in locating the green room.

On screen you will see the maze in hi-res. Move forward using key F and turn left and right by pressing the arrow keys on numbers 5 and 8.

Have fun setting up this game, but don't get panicky when you can't find your way out. Where there's a will, there's a way, as the old cliché goes.

R rooms
D direction you are facing
ER room you are in
I counter in loops
SC scale
T room to draw
E direction to draw
CO counter
S1 scale 1
S2 scale 2
Q room
A1-A4 sides of rooms

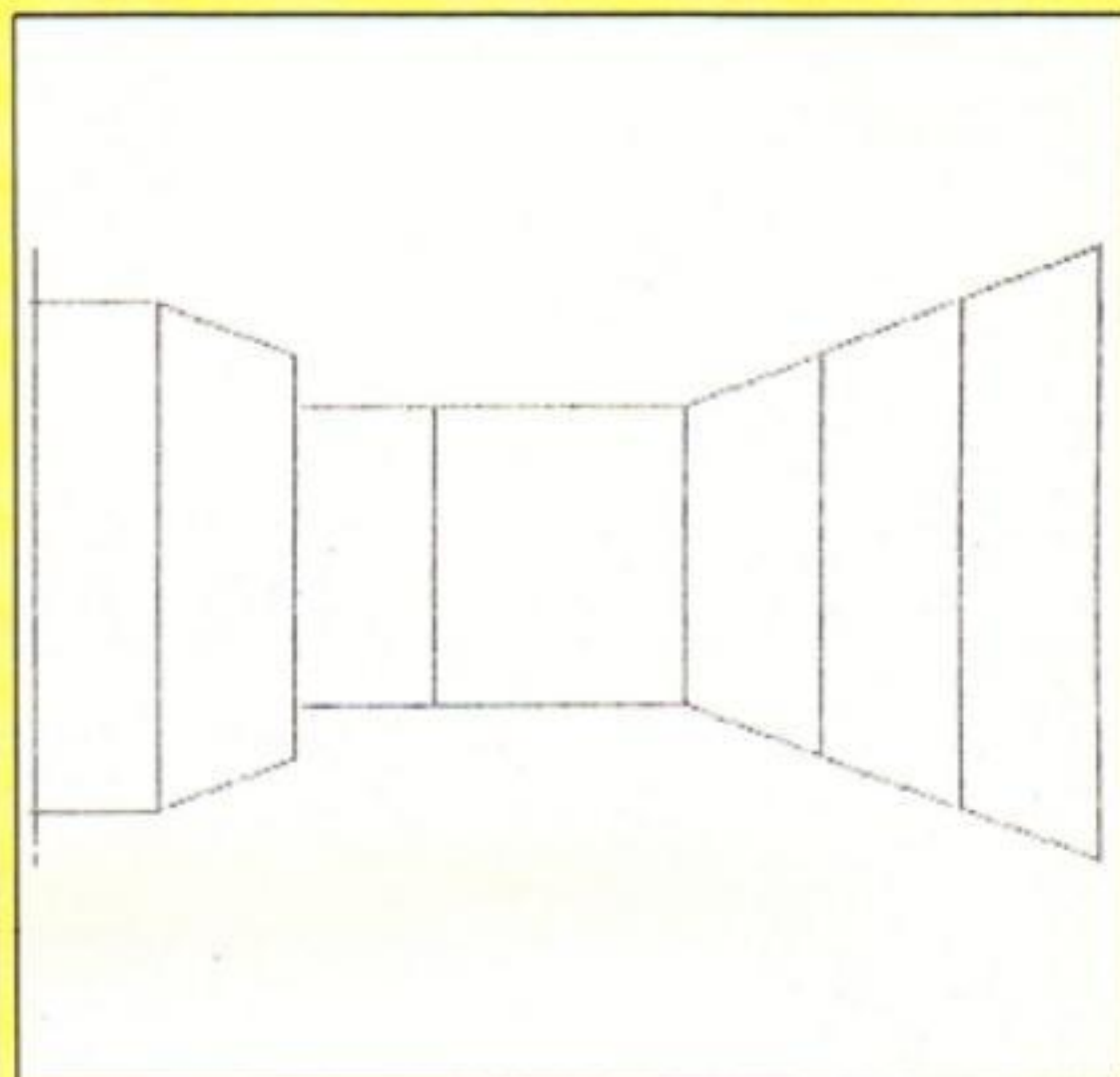
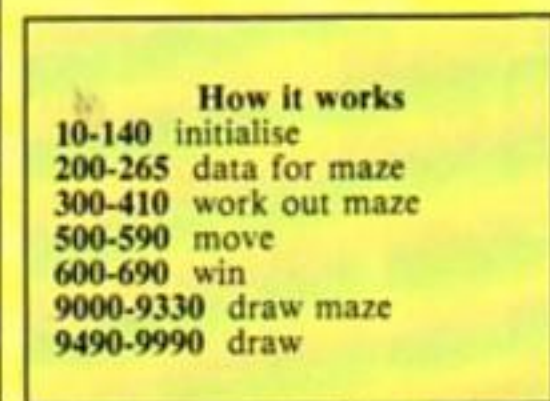
How it works

10-140 initialise
200-265 data for maze
300-410 work out maze
500-590 move
600-690 win
9000-9330 draw maze
9490-9990 draw

```

2 REM *****
3 REM *
4 REM * 3D MAZE 1984 *
5 REM *
6 REM * By Alan Blackham *
7 REM *
8 REM *****
10 REM
13 REM *** Initialise ***
15 REM
20 LET r=1: LET d=2
25 LET er=1
30 DIM r(100)
40 BORDER 0: PAPER 0
50 INK 7
100 REM
105 REM *** Read in Maze ***
110 REM
120 FOR i=1 TO 100
130 READ r(i)
140 NEXT i
200 REM
205 REM *** Data for Maze ***
210 REM
220 DATA 2,10,14,10,12,6,10,10,10,12
225 DATA 6,10,13,6,11,11,10,10,10,9
230 DATA 7,8,1,5,6,10,12,6,10,12
235 DATA 5,6,12,5,3,8,5,1,6,13
240 DATA 3,13,5,3,10,12,3,12,5,5
245 DATA 4,5,5,6,12,3,10,9,5,1
250 DATA 7,13,5,1,7,12,2,12,7,12
255 DATA 5,5,7,10,9,3,10,13,5,5
260 DATA 5,5,5,2,14,12,4,1,5,5
265 DATA 1,1,3,10,9,3,11,10,9,1
300 REM
305 REM *** Work out maze ***
310 REM
320 LET sc=5: LET t=r
325 CLS
330 FOR i=1 TO 4
332 INK 7
335 LET sc=sc-1
337 IF i=1 THEN GO TO 400
340 IF d=1 THEN LET t=t-10: GO TO 400
345 IF d=4 THEN LET t=t+10: GO TO 400
350 IF d=2 THEN LET t=t+1: GO TO 400
355 IF d=8 THEN LET t=t-1
400 IF t>100 OR t<1 THEN GO TO 500
403 INK 7: IF t=100 THEN INK 4

```



Screen dump for 3D maze



amazed!

```

405 GO SUB 9000
410 NEXT i
500 REM
505 REM *** Move ***
510 REM
515 LET e=d
516 IF r=100 THEN GO TO 600
520 LET a$=INKEY$
525 IF a$="" THEN GO TO 520
530 BEEP .1,1
540 IF a$<>"8" THEN GO TO 550
541 IF d=1 THEN LET d=2: GO TO 300
542 IF d=2 THEN LET d=4: GO TO 300
543 IF d=4 THEN LET d=8: GO TO 300
544 IF d=8 THEN LET d=1: GO TO 300
550 IF a$<>"5" THEN GO TO 562
551 IF d=1 THEN LET d=8: GO TO 300
552 IF d=8 THEN LET d=4: GO TO 300
553 IF d=4 THEN LET d=2: GO TO 300
554 IF d=2 THEN LET d=1: GO TO 300
562 IF a$<>"f" THEN BEEP 1,8: GO TO 300
565 IF er=0 THEN BEEP 1,5: GO TO 300
570 IF d=1 THEN LET r=r-10
575 IF d=2 THEN LET r=r+1
580 IF d=4 THEN LET r=r+10
585 IF d=8 THEN LET r=r-1
590 GO TO 300
600 REM
605 REM *** Won ***
610 REM
620 CLS
630 PRINT : PRINT : PRINT

```

```

640 PRINT "    Well-done !"
645 LET co=0
650 FOR i=-30 TO 50
660 BEEP .1,i
663 LET co=co+1
665 IF co=10 THEN CLS : LET co=0
670 INK INT (RND*7)+1: PRINT "well done well done
well done"
680 NEXT i
690 GO TO 690
9000 REM
9005 REM *** Draw Maze ***
9010 REM
9020 LET s1=60-((60/4)*sc)
9025 LET s2=120-((130/4)*sc)
9030 LET q=r(t)
9035 IF d<>1 THEN GO TO 9100
9040 LET a1=0: IF q-8>=0 THEN LET a1=1: LET q=q-8
9045 IF q-4>=0 THEN LET q=q-4
9050 LET a3=0: IF q-2>=0 THEN LET a3=1: LET q=q-2
9055 LET a2=0: IF q-1>=0 THEN LET a2=1: LET q=q-1
9070 GO TO 9500
9100 IF d<>2 THEN GO TO 9200
9110 IF q-8>=0 THEN LET q=q-8
9120 LET a3=0: IF q-4>=0 THEN LET q=q-4: LET a3=1
9130 LET a2=0: IF q-2>=0 THEN LET q=q-2: LET a2=1
9140 LET a1=0: IF q-1>=0 THEN LET q=q-1: LET a1=1
9150 GO TO 9500
9200 IF d<>4 THEN GO TO 9300
9210 LET a3=0: IF q-8>=0 THEN LET q=q-8: LET a3=1
9220 LET a2=0: IF q-4>=0 THEN LET q=q-4: LET a2=1
9230 LET a1=0: IF q-2>=0 THEN LET q=q-2: LET a1=1
9250 GO TO 9500
9300 LET a2=0: IF q-8>=0 THEN LET q=q-8: LET a2=1
9310 LET a1=0: IF q-4>=0 THEN LET q=q-4: LET a1=1
9320 IF q-2>=0 THEN LET q=q-2
9330 LET a3=0: IF q-1>=0 THEN LET q=q-1: LET a3=1
9490 REM
9500 REM *** draw ***
9505 REM
9510 PLOT s2,s1: DRAW 0,175-(2*s1)
9520 PLOT 250-s2,s1: DRAW 0,175-(2*s1)
9530 IF i=1 THEN LET er=a2
9533 IF i=1 THEN GO TO 9980
9540 IF a2<>0 THEN GO TO 9600
9550 PLOT s2,s1
9555 DRAW (250-s2)-s2,0
9560 PLOT s2,175-s1
9565 DRAW (250-s2)-s2,0
9570 LET i=10
9600 IF a1=1 THEN GO TO 9700
9610 PLOT s2,s1
9620 DRAW -31,-14
9630 PLOT s2,175-s1
9640 DRAW -31,14
9700 IF a3=1 THEN GO TO 9800
9710 PLOT 250-s2,s1
9720 DRAW 31,-14
9730 PLOT 250-s2,175-s1
9740 DRAW 31,14
9800 IF a1=0 THEN GO TO 9820
9805 PLOT s2,s1: DRAW -31,0
9810 PLOT s2,175-s1: DRAW -31,0
9820 IF a3=0 THEN GO TO 9980
9830 PLOT 250-s2,s1: DRAW 31,0
9840 PLOT 250-s2,175-s1: DRAW 31,0
9980 IF i<>1 THEN GO TO 9990
9981 IF a2<>0 THEN GO TO 9990
9982 CLS
9983 PLOT 0,0
9984 DRAW 255,0: DRAW 0,175: DRAW -255,0:
DRAW 0,-175
9985 LET i=10
9990 RETURN

```



SABRE WOLF

ULTIMATE
PLAY THE GAME

The Green
Ashby De La Zouch
Leicestershire
LE6 5JU

48K SINCLAIR ZX SPECTRUM
£9.95

It's the Wooluf Spectrum £6.50

Crystal Computing, 125 Smedley Rd, Manchester M8 7RS

A loading screen consisting of "please wait" precedes the Wooluf's face and a flashing square coloured tunnel, introducing this simple game, making a sheepdog round-up sheep from bottom right, taking them over a bridge, through a wood and to a pen top right.

Sounds simple? A meandering river restricts movement before the bridge and those sheep behave, well, like sheep, and go all ways — even into the river. The troubles do not stop when over the bridge, as the ravenous Wooluf is waiting for wanderers. When the dog has them all penned, they automatically

return and the game continues. But the sheep, dumb as they are, have learned from their experiences and move faster. Unfortunately, so does the Wooluf!

Score is kept top right and the Wooluf appears on screen after each meal. Response to keys N,M,X,Z is good and some sound accompanies the game. Graphics are basic — Wooluf is made up of squares in the main.

A good idea, only marred by being too simplistic in this sophisticated era. And a hall of fame would have helped. T.W.

instructions	90%
playability	65%
graphics	60%
value for money	65%



Bizy Beezzzz CBM 64 £5.95

Solar, 51 Meadowcroft, Radcliff, Manchester M26 0JP

A Krazy Kong/Manic Miner-type game. The object is to move up and down ladders, along platforms and over gaps in the floor. There are jars of honey at various points which you must collect. Upon completing a level you are sent on to the next screen which is slightly harder.

Music is played throughout. There are quite a few tunes and the quality is quite good.

As to graphics, I cannot say much in favour. The sprite graphics are not very spectacular and the screen layouts are all similar and boring to look at.

When playing I found it was difficult to control your playing man. Moving up, down, left and right work perfectly, but when

you come to jump there is no room for mistakes on your behalf.

The program only takes a few minutes to load. The instructions say 10 minutes — don't ask me where they got this number from.

The general quality of the game is not of the standard we expect from today's computer games. A few years ago they might have got away with it but now there is too much competition from better games.

K.I.

instructions	20%
playability	30%
graphics	25%
value for money	35%



Krocatile Waltz 48K Oric £7.95

Superior, 32 Sovereign St, Leeds LS1 4BJ

If you fancy a quiet cruise down a lazy river then look elsewhere.

Here you will encounter crocodiles, water snakes and gun-happy white hunters, and you have only a handful of spears and a raft for protection.

The action centres around an ecology-crazed native who is conserving stocks of two species of "krocotiles" which vary from ferocious to just plain mean and nasty. He both culls them and protects them from the hunters while taking care to keep out of their way. You control him from the keyboard, either on the raft, swimming or on floating logs, and hurl spears at the inhabitants to score points.

Skill and volume levels can be controlled and graphics and sound were quite impressive. If you have played Loch Ness Monsters some similarities may be apparent but there is probably scope for more variations here. The krocatile life cycle is acted out from hatching, through living on water snakes and finally mating and producing the next generation. If you have an interest in nature programs and are not too squeamish I recommend splashing out for this one. P.S.W.

instructions	90%
playability	90%
graphics	85%
value for money	90%



Crocs, sheep, bees... and Mr Wong

Animal encounters, a Chinese laundry and a space battle feature in this new batch of games

Mr Wong's Loopy Laundry Spectrum £6.95

Artic, Main Street, Brandesburton, Driffield

Please read the instructions; or failure to enter LOAD "" CODE will cause you to miss this enjoyable game.

Mr Wong is in trouble, collecting each item one piece at a time — because he has no washing basket. Soap suds and a "possessed" iron try to stop him collecting from the five floors and taking the items to the chute at the top. The box of starch must be collected and fired at the attackers, temporarily stiffening and stunning them — but use sparingly. When exhausted a new one appears to be collected before vanishing.

It is a pity that there are no instructions on screen and that at the end the game returns to the screen offering options of keyboard, Kempston joystick, or keyboard and Sinclair Interface. Q,A,O,P and Bottom Row Fire are used.

Screen bottom shows number of five lives left, number of five starches left, hi-score and score with bonus score that starts at 990, reducing with time. After the clothing has been cleared a sack of laundry joins the chase.

Superb dissolves when life lost, nice tune which can irritate with constant repetition. A young lady visitor found it addictive! Sexist game? T.W.

instructions	90%
playability	80%
graphics	75%
value for money	80%



Stranded Sord M5 £5.95

CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR

You are stranded on an asteroid, out of fuel. You must guide the droids that appear into your sights and shoot them — don't ask how without fuel. Since they use the same fuel as you, this will magically increase your supply. When you shoot enough, you will be able to go home.

Graphics are rather crude but the explosion of the droid is impressive considering it is written in BASIC-1. Although control is fiddly because of the joystick the game becomes compulsive and you end up having "Just one more go".

Fairly well presented with a neat title page and various options such as skill levels, high score and nice screen layout. In fact, the game itself is as good as you are likely to get if you stick to BASIC but this is my grumble. Why must CGL stick to BASIC when they know BASIC-1 is particularly weak at graphics and sound handling and totally unsuitable for arcade-type games? Only machine code would enable them to top the full potential of the incredibly powerful sound and graphics capabilities of the M5. S.S.

instructions	40%
playability	60%
graphics	50%
value for money	45%



Remember Quasimodo, the hunchback of Notre Dame? He's been the source of many take-offs. Now he's on your computer, in this game by Joe Sayones

Graphics loader

```

10 PRINT"PLEASE WAIT.."
20 FORT=7168T07158+8*11-1:READS:POKET,S:NEXT
25 FORT=7424T07432:POKET,0:NEXT
30 PRINT"NOW LOAD PART TWO"
100 DATA0,0,0,65,254,65,0,0
110 DATA0,0,60,126,126,126,126,60
120 DATA64,64,64,64,92,92,72,92,126,92,92,28,20,20,20,54
130 DATA0,0,0,0,92,92,72,92,126,92,92,84,84,20,54
140 DATA24,36,34,36,24,60,124,124
150 DATA124,60,60,36,38,34,34,51
160 DATA124,60,60,36,36,36,36,54
170 DATA0,0,0,0,0,0,0,0
180 DATA253,253,253,0,239,239,239,0

```

The bells, the bells!



Poor old Quasimodo never had much going for him. A physical deformity, a miserable life pulling bells and climbing all those stairs, and on top of all that he's hopelessly in love with a beautiful woman who could never return his affections.

He doesn't seem to have improved his situation much in

Variables

SC score
H high
S speaker 3
Q beginning of screen memory
W beginning of colour memory
P position of man
PI direction of movement
A arrow
B barrel
Y character you are
Z phase (1-14)

this game either. He has to pull the cathedral bells but missiles are being hurled at him by those horrid peasants below the walls.

Dodge the flying shrapnel and scuttle along the wall to fulfil your thankless tasks. Use CTRL to jump, and / to move

How it works

10-60 set the variables
100-300 move your figure
300-400 move barrels
400-500 move sentries
500-600 move arrows
700-800 move to next phase
1000-2000 put you on appropriate phase
4000-5000 dying routine
5000-6000 how well you did

right. Perhaps Quasimodo would stand a better chance in a future life, if he were re-incarnated. He couldn't be much worse off than he is at the moment.

Hints on conversion

These are the locations to help you convert this program for other machines.

7680 start of screen memory
36876 speaker 3
36878 volume control
36879 screen, border colour controller
38400 start of colour memory
PEEK (197) check key press
PEEK (653) check keys like SHIFT, CBM, CTRL
PEEK (N), (P) check where you are

Main listing

```

5 DIMS1$(3),S2$(3)
10 POKE36869,255:POKE36879,59:POKE36878,15:PRINTCHR$(8):CO=30720
20 Q=7680:W=38400:S=36876:FORT=1T03:READS1$(T),S2$(T):NEXT
30 SC=0:L=3:Z=1
40 P=7790:P1=0:Y=7:F=1

```



```

50 GOSUB1000:POKEP,Y:POKEP+CO,0:POKEP-22,6:POKEP-22+CO,0
100 PRINT"SCORE";SC
110 IFPEEK(P-22)<>6THEN4000
120 IFPEEK(P)<>YTHEN4000
130 IFPEEK(P+22)=2THEN4000
140 IFF>7790+17THEN700
150 IFP1<0THENP1=P1+44:GOTO180
160 POKES,0:P1=0:IFPEEK(197)=30THENP1=P1+1:POKES,135
170 IFPEEK(653)>3THENP1=P1-22:POKES,250
180 N=P+P1
190 IFPEEK(N)<6THEN4000
200 IFPEEK(N-22)=0THEN4000
210 IFPEEK(N+22)=2THEN4000
220 Y=Y+1:IFY=9THENY=7
230 POKEP,32:POKEP-22,32
240 P=P+P1:POKEP+CO,0:POKEP,Y:POKEP-22+CO,0:POKEP-22,6
300 IFZ=20RZ=30RZ=50RZ=60RZ=80RZ=90RZ=110RZ=14THEN400
310 IFB<>22THEN340
320 IFINT(1+6*RND(0))<3THENB=B-2
330 IFB=22THEN400
340 B=B-1:POKEQ+B+1+22*5,32:IFB=0THENB=22:GOTO400
350 POKEW+B+22*5,2:POKEQ+B+22*5,1
400 IFZ=10RZ=20RZ=30RZ=40RZ=70RZ=80RZ=90RZ=100RZ=12THEN500
410 X=X+1:IFX<>2THENPRINTS2$(F):GOTO500
420 PRINTS1$(F)
430 POKES,INT(127+50*RND(0))
440 F=INT(1+3*RND(0))
450 X=0
500 IFZ=10RZ=20RZ=40RZ=50RZ=80RZ=100RZ=14THEN600
510 IFA<>22THEN540
520 IFINT(1+6*RND(0))<2THENA=A-2
530 IFA=22THEN600
540 A=A-1:POKEQ+A+1+22*3,32:IFA=0THENA=22:GOTO600
550 POKEW+A+22*3,4:POKEQ+A+22*3,0
600 GOTO100
700 POKES+1,135:FORT=50T059:POKE36879,T:FORV=1T025:NEXT:NEXT:POKES+1,0
710 Z=Z+1:SC=SC+50*Z:GOTO40
1000 IFZ=15THENFORT=1T0100STEP25:PRINT"SCORE";SC+T:NEXT:SC=SC+T:Z=1
1005 A=22:B=22:X=0
1010 IFZ=10RZ=7THEN1100
1015 IFZ=14THEN1600
1020 IFZ=20RZ=40RZ=30RZ=50RZ=6THEN1200
1030 GOTO1300
1100 PRINT"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ":GOTO1400
1200 PRINT"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ":GOTO1400
1300 PRINT"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ":GOTO1400
1400 FORT=1T08
1410 PRINT"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ":NEXT
1420 IFZ=50RZ=60RZ>12THENFORT=1T03:PRINTS2$(T):NEXT
1500 A=22:B=A:X=0:RETURN
1600 PRINT"J";TAB(18);"JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ"
1610 GOTO1400
4000 POKEP,32:POKEP-22,32
4010 POKEN,Y:POKEN-22,6:POKEN+CO,0:POKEN-22+CO,0
4020 POKES,128:FORT=1T0100:NEXT:POKES,0
4030 L=L-1:IFL>0THENGOTO40
5000 PRINT"SCORE IS";SC
5010 IFSC>HTHENPRINT"SETTING A NEW HIGH":H=SC
5020 PRINT"HIGH IS ";H
5030 PRINT"PRESS A KEY TO GO ON"
5040 POKE198,0:WAIT198,1:GOTO30
6000 DATA"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
6010 DATA"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"
6020 DATA"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX"

```


Death Chess 5000 48K Spectrum £6.95

Artic, Main Street, Brandes-
burton, Driffield

Slow, careful reading of the lengthy, poorly organised instructions in small type on the insert, are needed if this dual game is to be played to the full.

Suddenly comes the question "Kempston joystick attached?" with no sound. Keying "n" invites "Ordinary Chess 1 Yes 2 No" — why not stick to Y and N? Next question needs answering after reading the instructions, as it offers "Play Analyse or Load" — meaning, play the game, set up the board for analysis or load in saved

game. Colour is then chosen and game starts with a choice of levels, from 0 (lasting two seconds) to six, best suited for correspondence chess.

The pieces are represented by graphic shapes, co-ordinates are entered to move them and, in Death Chess, six arcade, shoot-out games are played to see if a piece can be taken.

Ordinary Chess option allows for "castling"; T saves the game at that point, Z prints a copy of the board, 0 prints all the moves so far and S gives a stop facility allowing analysis to occur with chance to change level and colour before restart. T.W.

instructions	80%
playability	70%
graphics	80%
value for money	85%



Dartz 48K Spectrum £5

Automata, 27 Highland Rd,
Portsmouth, Hants PO4 9DA

Is Dartz suitable for under 18s? After each throw your player drinks alcohol. However, this is really a cautionary tale; ultimately he dies from blood poisoning.

The cursor moves rapidly around the dart board and you must press any key to stop it — hopefully on the required segment. A close up shot is shown for you to try and get a single, double or treble, but your time is limited.

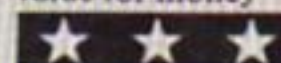
In a small box on the right of the screen Eric is then shown throwing the dart.

The dart board is well drawn, but in black and white.

Dartz is for one or two players, playing 301 or 501, but the one-player game is really a test of endurance as drink is your downfall.

Random factors are added to the game. You could miss a turn because of the stage collapsing under Eric's enormous weight or through a sudden urge to go to the toilet. The dart sometimes misses the target. As a result, Dartz ceases to be a test of skill, so its lasting appeal is doubtful. S.E.

instructions	85%
playability	57%
graphics	80%
value for money	58%



Mission Alphatron Memotech MTX £6.95

Continental Software, Station
Lane, Witney, Oxon

The instructions invite you to "pilot a fighter across many types of alien terrain to laser anything that moves and bomb land installations" — an accurate description of the arcade game Scramble. Mission Alphatron resembles Scramble quite closely, although it has some interesting extra features.

Your spaceship flies horizontally along a tunnel which rolls from right to left. The joystick or cursor keys move the ship and the fire button projects a solid-looking laser beam from its nose. Considerable co-ordination is needed to operate the bomb control — the space-bar on the keyboard — as well as the joystick. Excellent sound-effects accompany play.

A wide variety of mobile and stationary targets is provided. A continually dwindling fuel supply can be replenished by bombing alien fuel silos.

Graphics are not smooth, despite the claims on the cassette cover, but they are quite fast and consequently the slight flicker as they move is not particularly distracting.

There is one major bug: it is not possible to fire your laser through an explosion. Despite these minor flaws Mission Alphatron is quite addictive — one of the better Memotech games released so far. S.N.G.

instructions	80%
playability	70%
graphics	70%
value for money	75%



Danger — hazard ahead

Ignore this warning at your
peril. You risk dying of alcohol
poisoning, being blown up,
bombed or checkmated

Carlo the Clown 48K Spectrum £6.95

Calpac Computer Software, 108
Hermitage Woods Cres, St
Johns, Woking, Surrey

A colourful, animated Carlo the Clown introduces five- to eight-year-olds to this 100-word spelling game. Even though there seemed little educational reasoning for the inclusion of some words, and no use made of spelling families, it would be a useful way to introduce those words.

Unlike teacher's spelling tests at school, the reward involves lengthy choices of colos and shapes of 10 parts of Carlo's face, needing some assistance from adults with the reading. The spelling becomes secondary.

The Menu allows for the pictures and the words to be seen, accompanied by nursery rhyme tunes, or for very clear instructions or for the game to be played. The screen shows the picture to be spelled on the left, with a box the length of the word (q restarts and space gives one letter clue), and the right has Carlo's face.

A big cross and flashes herald wrong spellings with two more attempts allowed before the correct spelling is exposed. Some pictures are of dubious graphics quality, and at the end Pop Goes The Weasel plays to accompany how many mistakes have been made. T.W.

instructions	90%
ease of use	85%
display	70%
value for money	65%



Continental Raiders Memotech MTX £6.95

Continental Software, Station
Lane, Witney, Oxon

A disappointing version of Space Invaders. You move a laser base left and right across the bottom as rows of aliens drop bombs. At intervals a mother ship zooms across the top, sometimes launching an extremely speedy bomb.

The instructions on the insert warn that the aliens must be hit dead-centre if they are to be killed. In the trade this is known as calling a bug a feature. In fact your shots sometimes go right through the middle of a column without claiming a life. At other times a shot which completely misses will nonetheless kill an invader. Enemy bombs are dropped directly on your base, and you can't shoot them down.

The display is dull, with a yellow base and green aliens on a blue background. The enemies change colour as they near the bottom. Curiously, explosions are in black and white. Sound is reasonable.

Continental Raiders seems to have been a rush job — even the name Continental Software is mis-spelled on the title page, where the game is called Cosmic Raiders. If Memotech must revive old game ideas there's really no excuse for doing it this sloppily. S.N.G.

instructions	45%
playability	40%
graphics	55%
value for money	45%



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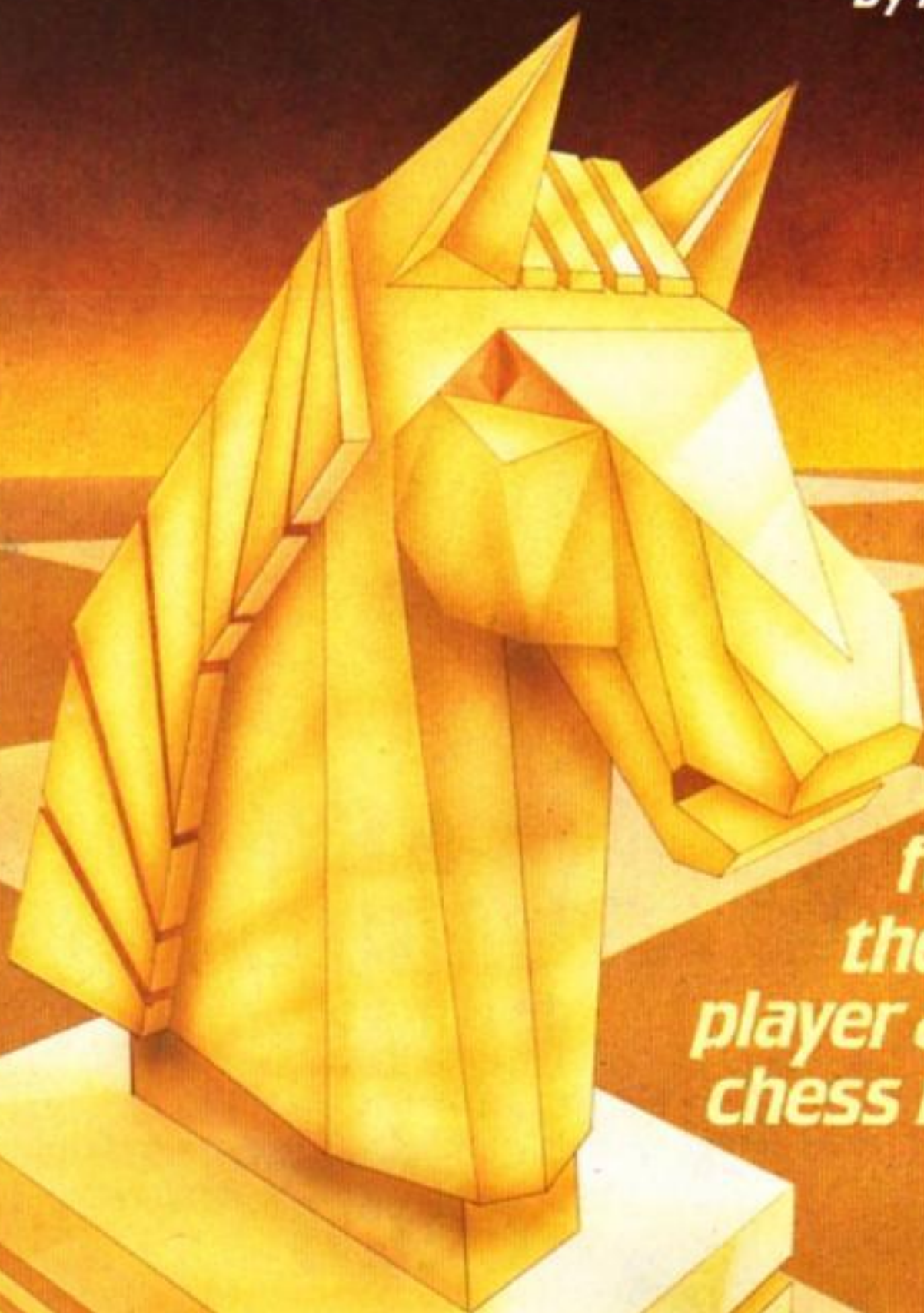
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1 Jet Set Willy	Software Projects	Spectrum (7)
2 Jack & The Beanstalk	Thor	Spectrum (-)
3 Beach Head	US Gold	CBM 64 (1)
4 Antics	Bug Byte	Spectrum (5)
5 Horace Goes Skiling	Melbourne House	CBM 64 (-)
6 Cosmic Cruiser	Imagine	Spectrum (4)
7 Psytron	Beyond	Spectrum (9)
8 Trashman	New Generation	Spectrum (8)
9 Giropod	Task Set	CBM 64 (-)
10 1994	Vision	CBM 64 (-)

NON-ARCADE

1 Mugsy	Melbourne House	Spectrum (1)
3 Golf 64	Anirog	CBM 64 (2)
3 Flight Path 737	Anirog	CBM 64 (2)
4 Snooker	Visions	CBM 64 (4)
5 Lords of Midnight	Beyond	Spectrum (9)
6 War of The World	CRL	Spectrum (-)
7 Solo Flight	US Gold	CBM 64 (6)
8 House of Usher	Anirog	CBM 64 (-)
9 The Inferno	Richard Shepherd	Spectrum (-)
10 Fall of Rome	APS	Spectrum (7)

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, PCE, Websters, PCS and Software Centre.

SPECTRUM

1 Jet Set Willy	Software Projects (-)
2 Jack & The Beanstalk	Thor (-)
3 Mugsy	M. House (1)
4 Antics	Bug Byte (5)
5 Blue Thunder	Foundry (-)
6 Cosmic Cruiser	Imagine (-)
7 Psytron	Beyond (9)
8 Trashman	New Generation (8)
9 Chequered Flag	Psion (-)
10 Scuba Dive	Durrell (10)

COMMODORE 64

1 Gortek & the Microchips	CBM (-)
2 Valhalla	Legend (-)
3 Renaissance	Audiogenic (-)
4 Flight Path 737	Anirog (9)
5 Space Pilot	Anirog (8)
6 Cavelon	Ocean (2)
Pinball Wizard	CP Software (-)
8 Harrier Attack	CBM (-)
9 BMX Racers	Mastertronic (-)
10 Purple Turtles	Quicksilver (-)

DRAGON 32

1 Mined Out	Quicksilver (-)
2 Transylvanian Tower	R Shepherd (-)
3 Night Flight	Salamander (-)
4 Dataplan	PSS (-)
5 Star Jammer	Salamander (-)
Area Radar Controller	SFA (-)
Golf	Salamander (-)
8 Textstar	PSS (-)
Dragbug	PSS (-)
10 Star Trek	PSS (-)

Compiled by W. H. Smith and Websters. Figures in brackets are last week's positions.

VIC-20

1 Computer War	Creative Sparks (3)
2 Duck Shoot	Mastertronic (-)
3 Chariot Race	Micro Antics (8)
4 Crazy Kong	Interceptor (2)
5 Jet Pac	Ultimate (-)
Games Designer	Galactic Software (-)
7 Snooker	Visions (-)
8 Sub Hunt	Mastertronic (6)
9 Undermine	Mastertronic (10)
10 Vegas Jackpot	Mastertronic (7)

BBC

1 Microbe	Virgin (-)
2 Plankwalk	Virgin (-)
3 Tanks	Salamander (-)
4 Trench	Virgin (-)
5 Owzat	Virgin (-)
6 Dragon Rider	Salamander (-)
7 Tank Attack	Gemini (-)
8 Chieftan	Virgin (-)
9 Sentinel	PSS (-)
10 Space Invaders	Bug Byte (-)

ZX81

1 Meteor Storm	dk'tronics (-)
2 Crazy Kong	PSS (-)
3 Alien Rain	CRL (3)
4 History	Sinclair (-)
Geography	Sinclair (-)
6 Walk the Plank	Novus (7)
7 Krypton Ordeal	Novus (2)
8 Flight Simulation	Sinclair (3)
9 Black Crystal	Carnell (-)
10 Planet Raider	Novus (1)

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Totaliser TI-99/4A £3.50

B. Jackson, 21 Rowan Way,
New Balderton, Newark, Notts
NG24 3AU

This program is meant to transform your TI into a useful calculator. The functions provided are basic addition, subtraction, multiplication and division. Although these tasks tend to be executed relatively slowly on the unexpanded TI they are performed considerably faster when the program is run in Extended Basic. If a printer is attached then a copy of your calculations may be obtained.

Each number in your calculation is entered separately followed by the sign for the function to be performed. Both of these are kept in memory should

either need to be corrected. If an input error has been made this may be corrected at any stage and the entire calculation is automatically changed.

Although there is no fault with the design or running of the program, I can't really see the program being of great value to the average user. Unless you need to make regular long and complicated calculations then it's hardly a worthwhile investment. In the time taken to load and run the program then enter the numbers you could have checked and re-checked answers obtained from a calculator or even your own brain power.

J.W.

instructions	60%
ease of use	60%
display	55%
value for money	60%



Blockbuster 48K Spectrum £7.95

Computertutor, APS, No.1 Golden Square, London W1R 3AB

Clever Clogs comes on screen flashing Hello, giving his name to the accompaniment of music and asking for your name. Music announces the offer of instructions, which take up six screens. A menu offers choice of Whacky Blockbuster — where the computer explains how to go about it; Blockbuster — where you play; and Blockbuster Quiz — where answering 12 questions correctly allows you to see one way to complete the puzzle.

Layout, colour, sound, graphics and movement are superb, making this program a pleasure to play and addictive. The object is to make a rectangle

out of 12 blocks. A box is provided to enable you to flip a piece over, and the five levels are sensibly labelled.

You can quit at any time — or save it on tape to finish at another session — and are then offered replay or end program facilities.

This program, for age 7+, stretches the brain and teaches shapes, relationships and co-ordinates. The questions can easily be altered. A prize is offered to those who send in two answers to level four. T.W.

instructions	90%
playability	85%
graphics	85%
value for money	75%



Chemical Analysis 32K BBC £13.80

Acornsoft, 4a Market Hill, Cambridge, CBN 2NJ

Three A-Level chemistry programs for use as a study aid in group or individual atmosphere. Elements give a property or associative term of the element. To help you guess the identity, you may ask questions from a set of 11. It gives you a score sheet at the end. Good fun to do. However, there is a bug. If you are unable to guess the identity, escaping and pressing C should give you the answer. Unfortunately it does not.

Inorganic is much the same as the first, this time dealing with inorganic compounds. Tests performed are quite good although by no means fully comprehensive. Another bug — if level 1 'Easy' grouping is chosen, compounds from other levels may appear.

Organic, the last program, is in the same vein. This time the computer chooses an organic compound which only contains one functional group. No clues are given so therefore tests must be performed. Having guessed correctly, a short percentage composition calculation is given on the structure of the group.

The cassette comes with a booklet with a well documented teachers' and students' notes pull-out sheet. K.L.

instructions	85%
ease of use	80%
display	90%
value for money	80%



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Account Book 48K Oric/ Atmos £12.50

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A valuable means of realizing the value of your micro, this is a comprehensive guide and software package for the management of accounts suitable for your household or perhaps club transactions.

The facilities provided allow the system to be tailored precisely to your needs, with up to 33 accounts in use at any time and formatting of hard copy to your printer. It is necessary to plan exactly what you want to do from the beginning and, although there are plenty of examples in the 60 page users' guide, I think that a little more could have been done for the true novice.

I liked the menu type of approach and you should be able to pick your way through the program very easily once you have set yourself up. A budget facility is incorporated as well as standing order mechanism, all of which are flexible enough to be amended simply.

Being a cassette-based package, loading and saving of data has to be organised to be effective, but for those with an interest in financial planning and record keeping that should come readily. P.S.W.

instructions	90%
ease of use	95%
display	90%
value for money	85%



Program Index TI-99/4A £3.50

B. Jackson, 21 Roman Way,
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If you have problems keeping track of where your programs are on tape, this will help you to organise and keep them in order. For each program the title, language and number of the tape are input into a record. A maximum of 150 titles are handled by the program, which also sorts them into alphabetical order, before a permanent record is made in data files on tape. For the more fortunate who have all the necessary expansions and a printer, a hard copy of the list can be requested.

Although the program is written in standard TI Basic it will run, and much faster, in Extended Basic.

A complete list of all the information may be displayed, but there's also an option to search for a specific title. If any mistakes have been made a record may be deleted, but before doing this or leaving the program, your decision is double checked.

On the whole a useful and well designed program, although I would prefer a more flexible format so that the user could designate names and lengths of files for other forms of record keeping. J.W.

instructions	80%
ease of use	75%
display	50%
value for money	60%



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As the game stands it is impossible to reach the conservatory roof because of a bug.

- 5 Loony Jetman
- 6 Fort Apuckalips
- 7 Return to Siren
- 8 Return of Wally
- 9 Gobstopper's bit
- 10 Piemania
- 11 The Yobbit

- There are two serious disadvantages to the MSX system. Firstly, because the machines are the same, there will be no need for the multitude of software houses which exist at

After writing versions for the VIC-20 and Spectrum, I tested the game on family and friends. All were very enthusiastic and felt it had

K.A. Prince, Tadley, Hants

HOME COMPUTING WEEKLY 10 July 1984 Page 21

War of the Worlds 48K Spectrum £7.95

CRL, CRL House, 9 Kings Yard,
Carpenters Road, London E15
2HD

The martians have landed! The routine of 19th century England has been shattered by huge martian fighting machines armed with a deadly heat ray and the semi-intelligent red weed takes hold, trapping its prey.

Your object in this graphical adventure, based on H.G. Wells' novel, is to visit the six special locations on the right day to reach the martian camp and complete the game. These are all featured in the correct order in the musical version of War of the Worlds, and there are 30 other locations.

Your player is shown against a scrolling background of houses and fields as he wanders around London and the home counties. You must keep your strength up by eating the food and drinking the wine littered around.

Movement is by cursor keys and there are seven single-key commands. Response is slow, but tolerable.

The locations are geographically incorrect, which makes finding your way very difficult. Evading the death ray is usually easy but, as when you meet refugees, you end up in a different place. This makes finding the locations more reliant on luck than judgement. S.E.

instructions	60%
playability	48%
graphics	80%
value for money	60%



Tim Love's Cricket Dragon 32 £8.95

Peaksoft, 7 Hawthorn Crescent,
Burton on Trent, Staffs

What can I say about a game as clever, yet as specialist as this one? This is a 'game' which you might buy on impulse but it has been written by a cricket lover and is obviously meant for other cricket lovers. In fact one might argue that this is a simulation of the game.

The reasons for saying this are numerous and varied. You can choose your own team and are asked to rate each in batting and bowling skills. Alternatively you can accept one of the inbuilt teams and take the players' skills as given.

You can also select the skill level from Village Green, County and Test Match and the game reacts accordingly.

The really remarkable feature is the excellent graphical representation of the wicket, which shows the bowler's run up and the batter's stroke in fantastic detail. The pitch can be shown from a bird's eye-view and the fielders moved as desired. All control is from the joystick and is fairly responsive though needs practice. An exceptional game which will thrill the fanatics and others.

D.C.

instructions	85%
playability	90%
graphics	100%
value for money	100%



Jack and the Beanstalk 48K Spectrum £5.95

Thor, Erskine Ind. Est, Liver-
pool L6 7AP

A multi-screened arcade game. As Jack you must climb the beanstalk and then explore the giant's castle, collect the appropriate object, avoid numerous meanies and work out the correct route — all very difficult to achieve.

Graphics are excellent, and the meanies move smoothly, but there is the occasional colour clash. The action is accompanied by An English Country Garden although you have the option of switching off the music.

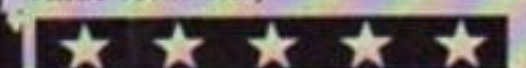
The control keys are fairly well selected and response is immediate, or you can use a joystick with a cursor or Kempston-type interface.

On several occasions the program crashed on loading which is annoying, to say the least. Jack has survived some collisions with meanies which is more welcome, but so infrequent it appears to be a bug. Thor will replace the tape post-free if it ever fails to load.

Your time is given should you complete the game, but otherwise no score is given.

Frustrating but challenging, if you want a difficult action game this can certainly be recommended. S.E.

instructions	85%
playability	85%
graphics	90%
value for money	90%



Get out of this one

**You're in a sticky situation.
Avoid the giant, find the
martian camp, dodge bubbles
and find your way from room
to room — these games are
initiative tests**

Intrigue Sord M5 (Basic-I) £5.95

CGL, CGL House, Goldings Hill,
Loughton, Essex IG10 2RR

This is an odd game. Let me quote from the inlay card: you have to find your way from the centre of a block of rooms. The computer will tell you which way you are facing to start. You must decide which of the four doors will be open and turn to face it. You will then progress to another room. Your score increases as you move outward and you can gain bonus points by getting to the outside quickly.

Totally confused, I loaded the game, which was preceded by pages of instructions just as incomprehensible as the inlay card. When it loaded, a simple grid was drawn with a big black

blob in the centre. Having absolutely no clue what to do, I pressed a few cursor keys. The blob moved about and after a few random presses I finished the game with a very good score.

In fact, I did manage to grasp the game in the end but when I knew what to do, my score was worse.

I can't see who would be interested in this game. It's terribly dull. S.S.

instructions	10%
playability	10%
graphics	10%
value for money	10%



Bubble Buster 48K Spectrum £5.95

Sinclair Research, Frimley Rd,
Camberley, Surrey

Suddenly, a bubble appears, you're trapped in a walled surround, armed only with a zig-zag ray. You fire. The ray moves slowly up the screen. The bubble is hit — but it divides into two smaller bubbles!

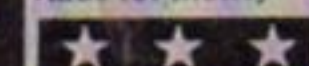
Each bubble splits in half three times before it bursts, so a lot of bubbles end up bouncing around. The bubbles move smoothly around the screen and squash nicely as they rebound. You die if a bubble bounces on you — and they can be very difficult to avoid, especially as the response to the keyboard is so slow. Using a joystick with ZX Interface II is just as poor.

The first three stages have an increasing number of bubbles, the fourth is a bonus stage, in which you are immune from the bubbles and have a limited time to score as many points as possible. After that, the cycle repeats with faster action.

Graphics are smooth if uninspired, the bubbles are all the same colour and sound is limited.

Bubble Buster is challenging at first, but I doubt it will hold interest for long because there's so little variety. S.E.

instructions	75%
playability	57%
graphics	55%
value for money	60%

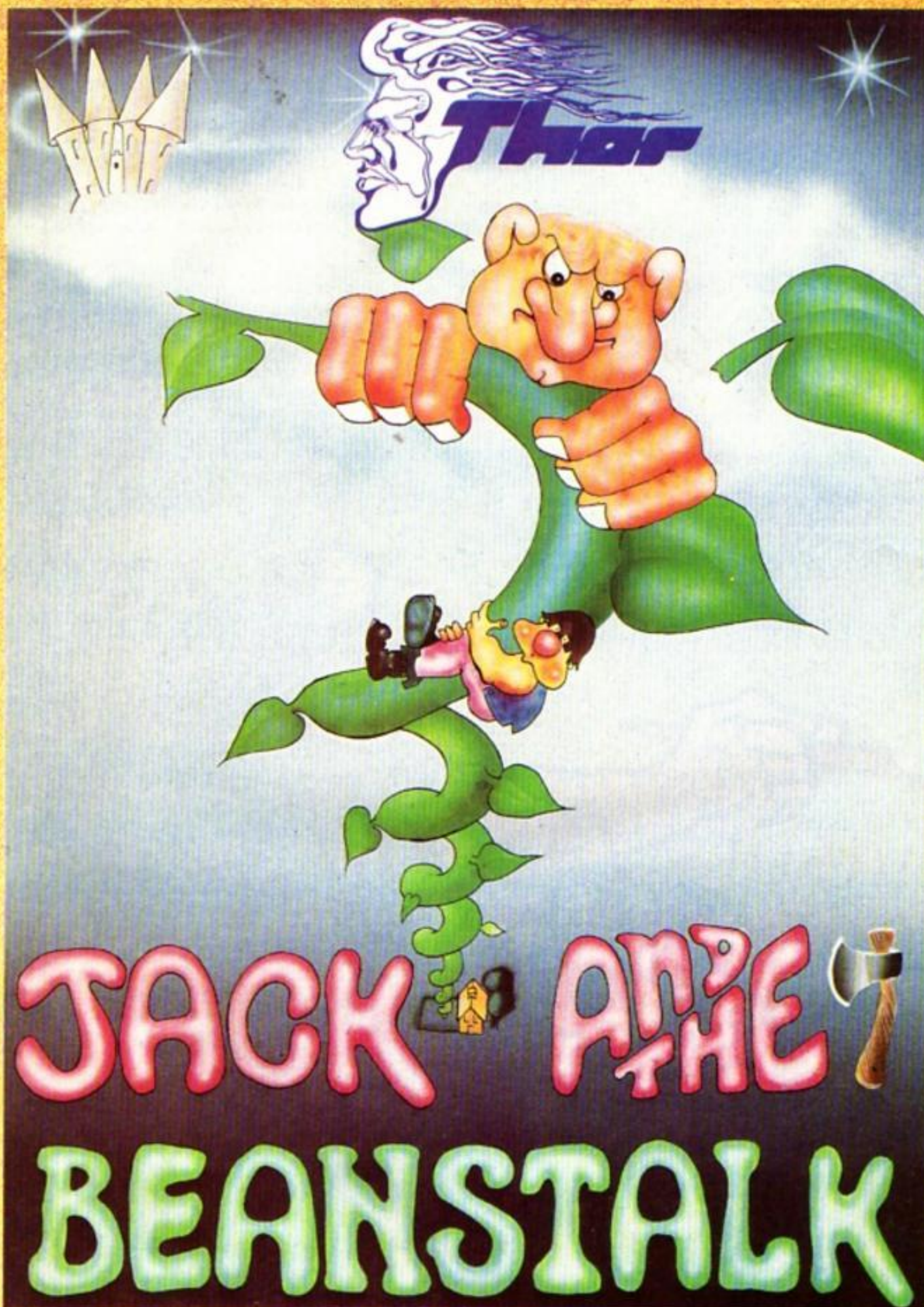


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thought you
were a young
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chance to

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prove
it

Here's a chance to practise your artistic temperament — which doesn't necessarily mean storming round having a tantrum!

This artist program for the Commodore 64 has been written in machine code, thus overcoming the slowness naturally found when using hi-resolution graphics on the CBM 64.

When run, the program will read all the data for the machine language and POKE it into RAM (\$1000-\$C39F).

Any errors you make will be displayed on screen as error reports. Missing data strings will be displayed as "Insufficient data error?" etc.

The joystick is used in port 2 because keyboard control is too awkward for fast results. Also included in the notes preceding the program are two locations for use in speeding up and slowing down drawing speed.

Realise your most cherished ambition and let your talent flow!

Type in the listing provided and save it on a blank cassette. Now RUN it and if it has been entered free of errors, a

message will appear on the screen, telling you to place a blank cassette in your C2N unit in order that the program code may be saved to tape as a MACHINE CODE FILE.

After it has been saved, verify it to ensure that the tape copy has been saved correctly and without errors.

This program uses a joystick in Port 2 (the nearest power socket). To load it, type 'LOAD ""',1,1' and press RETURN.

Please note: on LOADING, you should type 'SYS(64738)' to reset the machine's pointers before running this program. To run, type 'SYS(50068)' and RETURN. At this stage the screen will clear and you will see a cursor at the top left-hand corner of the screen.

Use the joystick to move the cursor to the desired position. Press the fire button to draw or plot.

This program contains a number of functions which include;

F1 clear the hi-resolution screen entirely

F3 clear the 8 x 8 bit block at the cursors position

F5 change the screen colour

F7 save the picture you have created, to tape

To load pictures saved by this program, type 'LOAD ""',1,1'.

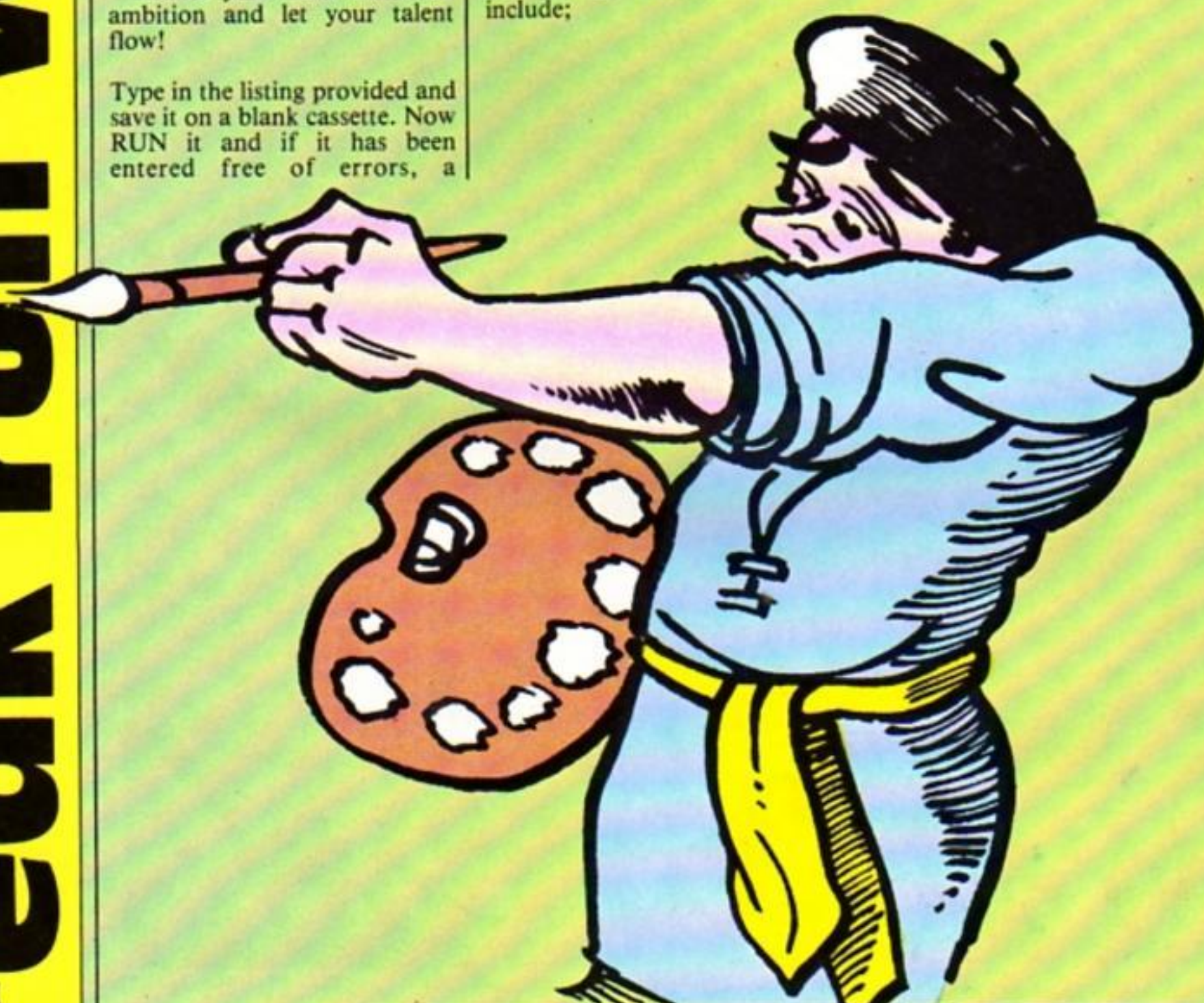
The hi-resolution screen in the program is located from (\$2000)-(\$3FFF) or 8192-16383.

There are two locations of interest to the user. These are:

49511 This controls the speed of plotting, i.e. poking a number between 1 and 255 will slow down or speed up the rate of plotting.

50031 This controls the speed of the cursor. In both cases, 1 = fastest; 255 = slowest.

As this program uses a sprite and the 64's hi-res graphics facilities, conversion to other micros is certainly out of the question.



```

4 POKE2,8
5 FORT=0T039:READA:POKE53000+T,A:NEXT
6 DATA120,169,21,141,20,3,169,207,141,21,3,88,96
7 DATA198,2,240,3,76,49,234,169,8,133,2,162,40,189,
  255,3
8 DATA73,128,157,255,3,202,208,245,76,49,234
9 GOSUB130
  
```


64 PROGRAM

```

10 V=53248
20 POKEV+32,6:POKEV+33,6:SYS53000
25 PRINT"PLEASE WAIT - LOADING CODE INTO MEMORY "
30 PRINT"ARTIST CBM - 64 WRITTEN BY J.MC HALE ";
40 SA=49152:TL=0
50 READHEX$:IFHEX$="XX"THEN100
60 FORC=0TO7
70 H=ASC(MID$(HEX$,C*2+1,1))-48:IFH>9THENH=H-7
80 L=ASC(MID$(HEX$,C*2+2,1))-48:IFL>9THENL=L-7
90 MC=H*16+L:POKESA+C,MC:TL=TL+MC:NEXTC:SA=SA+8:GOTO50
100 POKE53002,49:POKE53007,234:SYS53000
105 PRINT" ";
110 IFSAC>50080ORTLC>127269THEN400:REM * TRAP ERRORS *
115 GOTO200
120 REM * SAVE TO TAPE *
130 FORT=0TO49:READA:POKE52000+T,A:NEXT:RETURN
140 DATA65,82,84,73,83,84,32,67,66,77,32,45,32,54,52,46
150 DATA169,0,133,248,169,192,133,249,169,1,168,170
160 DATA32,186,255,169,16,162,32,160,203,32,189,255
170 DATA169,248,162,159,160,195,32,216,255,96
200 REM * EVERYTHING O.K *
210 POKE53281,6:POKE53280,14
220 PRINT"THE CODE HAS NOW BEEN LOADED INTO MEMORY";
230 PRINT"PLACE BLANK CASSETTE INTO YOUR C2N UNIT.";
240 PRINT"WHEN READY,PRESS ' * & 'ARTIST CBM-64' "
250 PRINT"WILL BE SAVED TO TAPE AS A MACHINE CODE"
260 PRINT"FILE ..... "
270 POKE198,0:WAIT198,1
280 KP=PEEK(197):IFKPC>49THEN280
290 SYS52016:FORT=0TO2000:NEXT:POKE198,0
300 PRINT" 'ARTIST CBM-64' HAS BEEN SAVED TO TAPE"
310 PRINT"IN MACHINE CODE FORMAT.TO RE-LOAD,TYPE"
320 PRINT"LOAD";CHR$(34)" "CHR$(34);",1,1"
330 END
400 REM * TRAP ERRORS *
410 PRINT" ";
420 IFSAC=50080THEN440
425 IFSAC<50080THENPRINT"INSUFFICIENT DATA ERROR ?":GOTO435
430 PRINT"EXCESSIVE DATA ERROR ?"
435 PRINT"CHECK DATA STRINGS CAREFULLY !"
440 IFTL=127269THEN460
450 PRINT"CHECKSUM ERROR ? CHECK DATA CAREFULLY"
455 PRINT"FOR INCORRECT ENTRIES."
460 END
1000 DATA808000C180006300
1005 DATA0022000000000022
1010 DATA0000630000C18000
1015 DATA8080000000000000
1020 DATA0000000000000000
1025 DATA0000000000000000
1030 DATA0000000000000000
1035 DATA0000000000000000
1040 DATAA240BDFBF9D3F03
1045 DATACAD0F760A9008DFE
1050 DATACF8DFFCFAD00DC4A
1055 DATAB005A0018CFEFCF4A
1060 DATAB005A0028CFEFCF4A
1065 DATAB005A2028EFFCF4A
1070 DATAB005A2018EFFCF4A
1075 DATAB006A9018DFDCF60
1080 DATAA9008DFDCF60A900
1085 DATA85F8A92085F9A000
1090 DATAA90091F8E6F8D0FA
1095 DATAE6F9A5F9C940D0F0
1100 DATA60AD15D009018D15
1105 DATAD0A9188D00D08DF8
1110 DATACFA9328D01D08DF9
1115 DATACFA9088DFCCFA900
1120 DATA8DFACFA9208DFBCF
1125 DATA2040C0A90D8DF807
1130 DATAA9048DF7CF60ADFE
1135 DATACFD003EAEAEAC901
1140 DATAD036ADF9CF38E901
1145 DATAC931D001608DF9CF

```


COMMODORE 64 PROGRAM

```

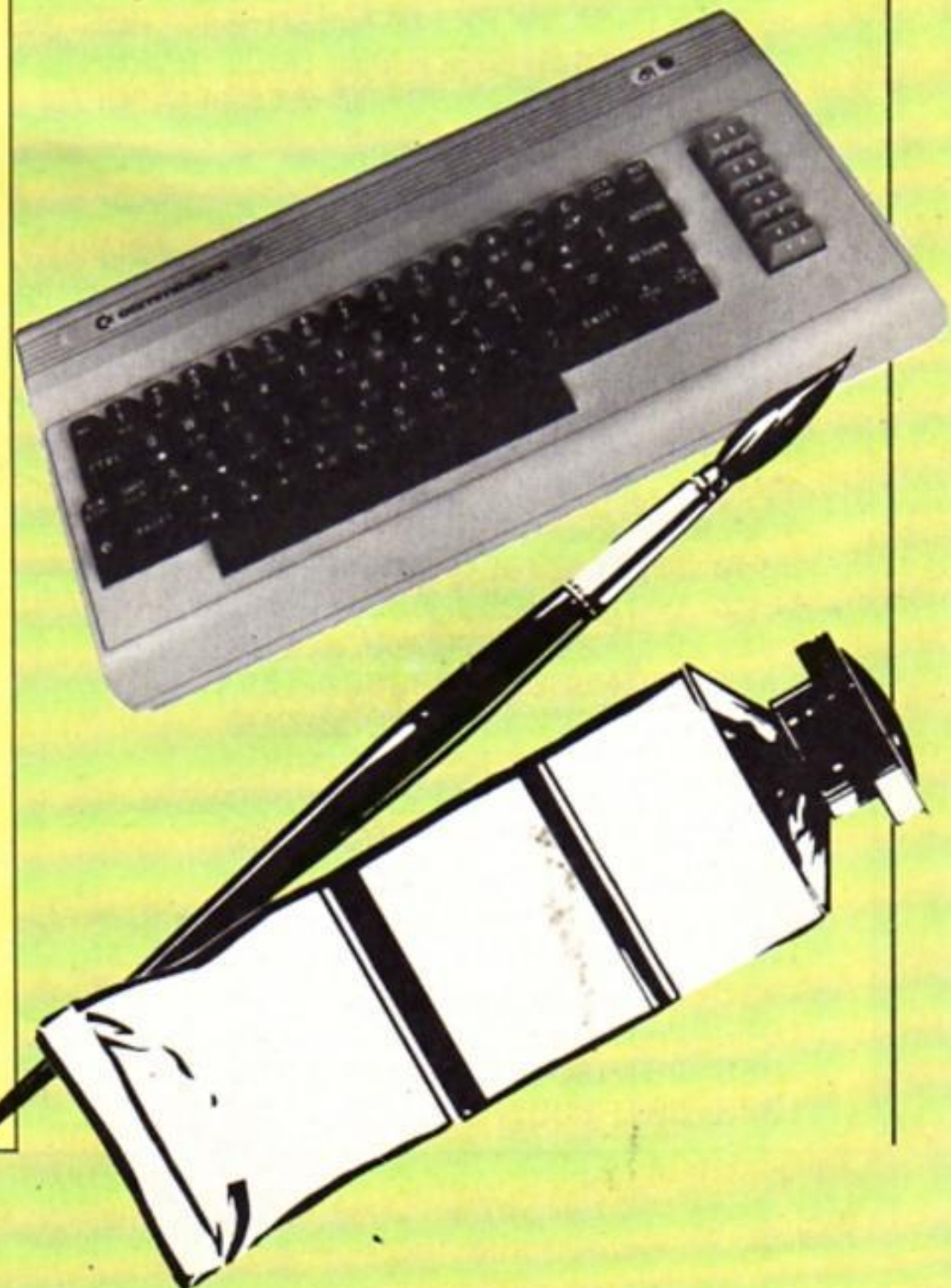
1150 DATA8D01D0ADF7CF38E9
1155 DATA01C9FFD017A9078D
1160 DATAF7CFADFACF38E940
1165 DATA8DFACFADFBCFE901
1170 DATA8DFBCF608DF7CF60
1175 DATAC902D0FBADF9CF18
1180 DATA6901C9F2D001608D
1185 DATAF9CF8D01D0ADF7CF
1190 DATA186901C908D017A9
1195 DATA008DF7CFADFACF18
1200 DATA69408DFACFADFBCF
1205 DATA69018DFBCF608DF7
1210 DATACF60ACF7CFADFACF
1215 DATA85F8ADFBCF85F9B1
1220 DATAF80DFCCF91F8A20F
1225 DATAA00088D0FDCAD0F8
1230 DATA60EAEAEAEAEAEAEA
1235 DATAEAEAD11D009208D
1240 DATA11D0AD18D009088D
1245 DATA18D060ADFFCFD001
1250 DATA60C901D038AD10D0
1255 DATA2901F015ADF8CF18
1260 DATA6901C94FD001608D
1265 DATAF8CF8D00D02011C2
1270 DATA60ADF8CF18690190
1275 DATA0A48AD10D009018D
1280 DATA10D0688DF8CF8D00
1285 DATAD02011C260C902D0
1290 DATAFBAD10D02901F024
1295 DATAADF8CF38E901B012
1300 DATA8DF8CF8D00D0AD10
1305 DATAD029FE8D10D02033
1310 DATAC2608DF8CF8D00D0
1315 DATA2033C260ADF8CF38
1320 DATAE901C917D001608D
1325 DATAF8CF8D00D02033C2
1330 DATA60ADFCCF184AB004
1335 DATA8DFCCF60A9808DFC
1340 DATACFADFACF1869088D
1345 DATAFACFADFBCF69008D
1350 DATAFBCF60ADFCCF180A
1355 DATAB0048DFCCF60A901
1360 DATA8DFCCFADFACF38E9
1365 DATA088DFACFADFBCFE9
1370 DATA008DFBCF60A5C5C9
1375 DATA03D00720D6C22040
1380 DATAC060C904D0122086
1385 DATAC0AD10D029FE8D10
1390 DATAD020A1C0207AC160
1395 DATAC905D004207BC360
1400 DATAC906D0FBE602209A
1405 DATAC260EAEAEAEAEAEA
1410 DATAEAEAEAEAEAEAEA
1415 DATAEAEAA90085F8A904
1420 DATA85F9A000A50291F8
1425 DATAE6F8D0FAE6F9A5F9
1430 DATAC908D0F0A90D8DF8
1435 DATA0760ADFACF85F8AD
1440 DATAFBCF85F9ACF7CFA9

```

```

1445 DATA0091F86048492052
1450 DATA455320415254AD11
1455 DATAD029DF8D11D0AD18
1460 DATAD029F78D18D0A900
1465 DATA8D15D0A99320D2FF
1470 DATAA90085F885FAA920
1475 DATA85F9A94085FBA901
1480 DATAA201A00120BAFFA9
1485 DATA0AA2CCA0C220BDFF
1490 DATAA6FAA4FBA9F820D8
1495 DATAFFA9018D15D02040
1500 DATAC0A90D8DF807A993
1505 DATA20D2FFA000A200CA
1510 DATAD0FD88D0F8EAEAEA
1515 DATAA9008D10D020A1C0
1520 DATA207AC1602040C0A9
1525 DATA0D8DF807A9008D10
1530 DATAD0207AC1EAEAEA20
1535 DATAA1C0204CC020D6C0
1540 DATA208BC1ADFDCFF003
1545 DATA2052C12055C2A006
1550 DATAA200CAD0FD88D0F8
1555 DATA4C5AC3ADFACF85F8
1560 DATAADFBCF85F9A000A9
1565 DATA0091F8C8C008D0F9
1570 DATA602086C0209AC24C
1575 DATA44C3EAEAEAEAEAEA
1585 DATAXX

```



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